◈ MAHARAL
Myth • Golem

MOV	COM	RAN	ARC	MYT	WND	SAN
5/8	8/8	3/8	5/6	2	24	9

KHOPESH COM • Base • Haemorrhage

SAND STORM 1 MYT

Models within 8" gain soft cover. This effect lasts until the end of the turn.

ABOMINATION This model causes Fear. SAN loss occurs regardless of whether you pass or fail your Fear test. If passed you may act as normal.

SINGULAR PURPOSE When Maharal first activates mark an enemy model. Maharal gains +2/+0 COM while targeting the marked model. He ignores disengaging strikes when targeted by any other enemy models. If the marked model is slain, immediately flip this card.

SWEEPING STRIKE If this model inflicts WND with Khopesh during its activation then you may perform another COM attack against an additional enemy model in base contact. You may not attack the same model twice during this action.

50MM BASE